

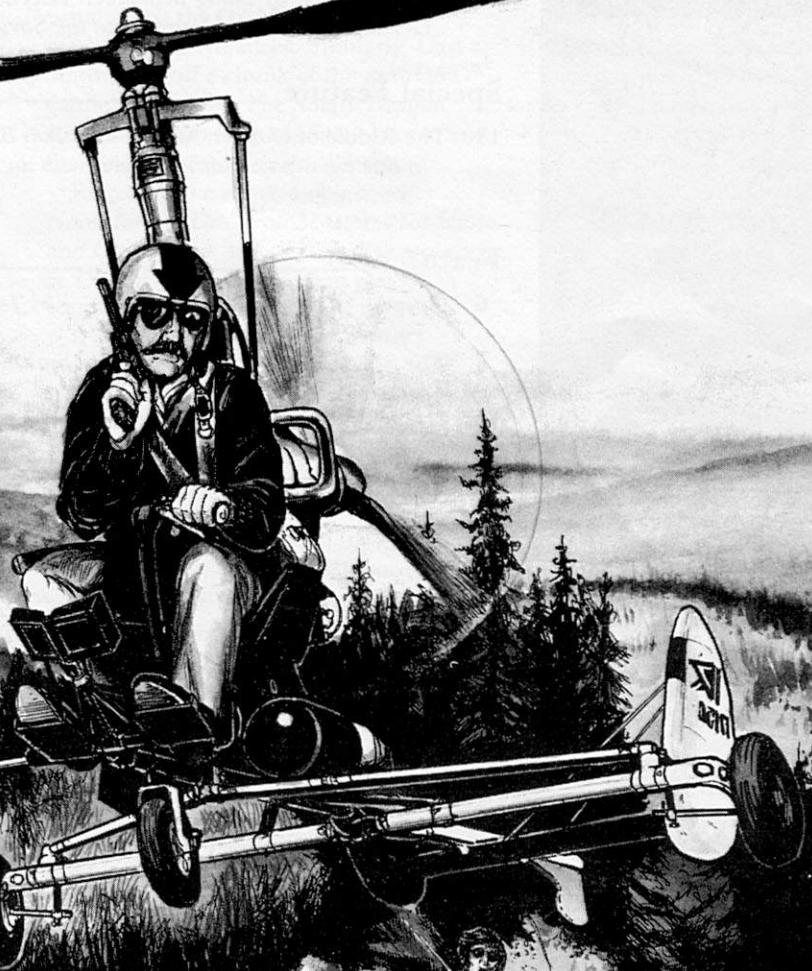
POLYHEDRON

Newszine

Issue 16

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POLYHEDRON™

Newszine

Volume 4, Number 1

Issue #16

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... from the editor

Many of you may remember back to when the subject of putting mini-modules in POLYHEDRON™ Newszine came up in the *Letters* section (issue #10). I quote myself: "Quite simply, we haven't the room in a 32-page newszine." At the risk of sounding like I'm contradicting myself, I'm pleased to present the first POLYHEDRON Newszine mini-module, *The Riddle of Dolmen Moor*, Scenario 5 in the epic *Prophecy of Brie* series. The mini-module inclusion was made possible by a few interesting turn of events — almost like a line of toppling dominoes.

The Powers that Be decided to stop producing exclusive RPGA Network merchandise, and consequently, the RPGA line of modules. That eliminated the need for the *Treasure Chest* section, which opened Grade A #1 prime space in the newszine. At the same time, the Acquisitions department at TSR was working on producing the RPGA module line, and when the decision was made, they were left with almost-publishable modules which hadn't been scheduled for TSR module production. RPGA HQ decided that including mini-modules would kill three birds with one stone: we'd be able to finish the *Prophecy of Brie* series; we'd be utilizing prime space with good copy; and we will be able to give mini-modules to those members who have asked for them.

Mini-modules will be included on a semi-regular basis, depending on the availability of good modules (putting together even a good mini-module is a complicated and time-consuming endeavor). Let me know what you think about the whole thing.

As for the rest of this issue, you may have noticed that the Departments have been kept to a minimum to give you more space for gaming articles. Member Doug Behringer provided us with this issue's TOP SECRET® game *Encounters*, complete with a defecting laser scientist, a couple of determined Soviet GRU agents, and an even more determined NATO agent, Dean Wiles.

Gamma Master Jim Ward has started a

new continuing feature called *Cryptic Alliance of the Bi-month*, which details (what else?) the GAMMA WORLD® game Cryptic Alliances. Similarly, Carl Smith bites off a chunk of the new D&D® gaming accessory, *The Shady Dragon Inn*, and expands on the main tavern and the workers of said establishment.

Roger Moore is back with another *Notes for the Dungeon Master: Hot Shots and Cold Water*. Whether you're a player or DM, if you have problem players in your campaign, this article is for you.

Kim Eastland has also provided a three-section article on how to prevent boredom from ruining your game campaign. The first section, appropriately titled *Boredom*, provides a checklist of conditions that can make a campaign a real "yawner." Section two, *Research is not a dirty word* is a bibliography of sorts designed to simplify and make researching information for campaigns enjoyable. The last section is a spread of NASA photos which demonstrates how to turn things you can encounter every day into exciting adventures.

If you've ever wondered where the term "Monty Haul" came from, read Jim Ward's *Monty Haul and the German High Command*, reprinted from DRAGON® Magazine #15.

On a different note, I'd like to take the opportunity to mention some future RPGA Network plans. RPGA HQ is in the process of working up plans to find and appoint six to eight RPGA Network members as Regional Directors to represent RPGA HQ by encouraging and advising members on how to run their own RPGA-sanctioned conventions. Rough plans include dividing the areas of responsibility by geographic location, and appointing a member (by application and interview) from that particular area. We'd like to see more of you running your own conventions, with our help and advice, of course. I won't go into any more detail at this point, because we're still in the process of planning, but look for an application and more complete explanation in the next issue of POLYHEDRON News-

zine. In the meantime, think about whether the concept interests you or not, but DO NOT, I repeat DO NOT write to ask us for more information or an application beforehand. We'll tell you as soon as it's developed, and writing ahead of time WILL NOT increase your chances of becoming a director.

On a final note, I'd like to appeal to all of you who fancy yourselves "writers." I've always welcomed receiving "good" articles from members, but at this point I'd like to encourage more members to submit articles for publication in POLYHEDRON™ Newszine. The RPGA Network needs more communication between its members, and since POLYHEDRON Newszine is the medium through which the members are supposed to communicate, perhaps it's time we started doing more of it here.

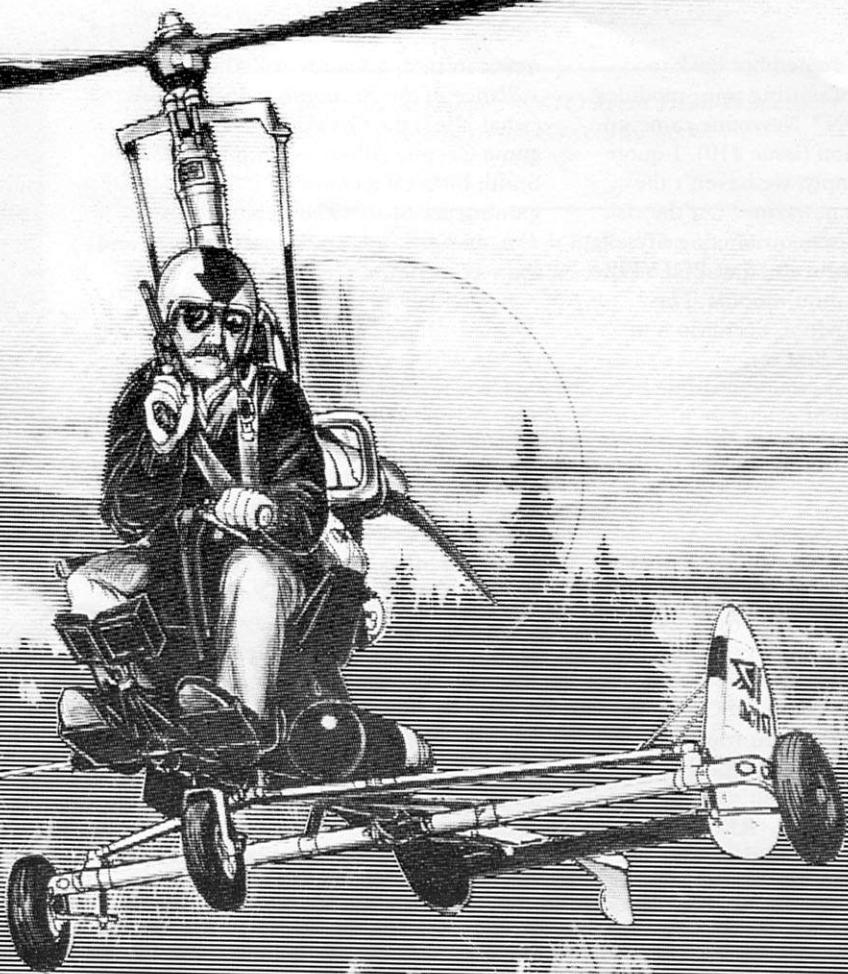
Without going into greater detail about what I'd like to see here (see the *Letters* section in POLYHEDRON Newszine #15), I'm asking that anyone who wants to submit material for publication in POLYHEDRON Newszine write to me first requesting a copy of DRAGON® Magazine's Writer's Guidelines (include a SASE, please), a generic, but comprehensive "how-to" leaflet. This guide is a must for the novice, unpublished, or just plain young writer. It tells you how to package your article so that it has a better chance of being accepted for publication, and can prevent you from making embarrassing mistakes.

On a more practical level, POLYHEDRON Newszine's new payment system for accepted articles comes in the form of increasing the author's membership by an amount dependent on the quality and length of the accepted article. I hope to see some of your work in the near future!

Hey you in Los Angeles!

Member Dov Freedman is starting an RPGA Network club and wants members from the Beverly/Fairfax area. Write to him at 458 North Fuller, Los Angeles, CA 90036, or call him between 7:00 and 11:00 at (213) 935-8996.

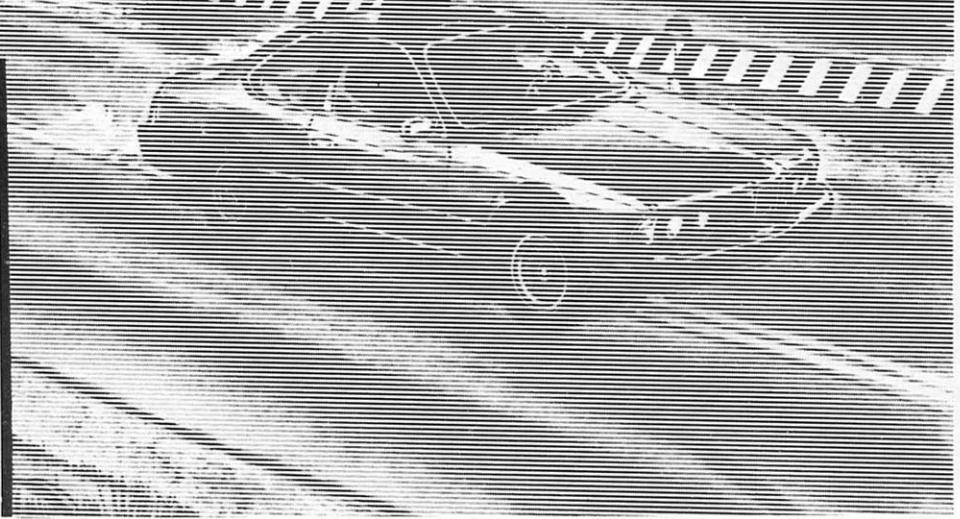
Encounters



by Doug Behringer

The scenario

You look over the hood, through the steam pouring from your engine, and finally concede that the car has had it. The last round the GRU agents in the fleeing BMW pumped into the radiator was all it took, and now they're racing for the East German border with the defector you're supposed to be guarding. Damn security leaks!



You reach into the glove compartment, snatching out a map, and estimate the distance to the border to be approximately 75 miles by road, or 40 miles as the crow flies. Throwing open the trunk, you sigh, dreading what you must do next. Although certified in the use of gyrocopters, you hate the thought of taking off in this fragile-looking thing of aluminum and wire. You set about the task of assembling the gyrocopter, and, moving as quickly as possible, you snap the last piece into place after about a half hour — there should be just enough time to beat them yet. You grab a pair of binoculars, and gingerly place your bulk in the tiny gyrocopter cockpit, sighing with relief when the engine leaps to life.

Wasting no more time, you head east in the direction of the BMW. You follow the treeline to hide your position as best as possible, searching the rolling West German landscape. Luck seems to be on your side after all, you decide, when you spot the BMW along the roadside. The right rear tire seems to be flat. One of your rounds must have found its target. You quickly flip the button marked "quiet" to silence the gyrocopter's engine, and move toward a row of trees about 500 feet from the car to hide while you observe the scene below.

Using your binoculars, you see that one of the GRU agents is changing the tire, while the other stands guard. East German laser scientist, Scott Mohr, is slumped in the backseat, and you can't tell whether the defector is dead or alive. The Soviets have been watching him for months after hearing reports of growing unrest among he and his co-workers. A security leak caused them to discover the plans of his defection.

You must act soon. The border is just a few miles down the road, and if they get across that, you have lost.

The characters

Dean Wiles

NATO agent
Code name: Spider
Physical Strength: 81
Charm: 92
Willpower: 72
Courage: 95
Knowledge: 56
Coordination: 93
Offense: 94
Deception: 94
Evasion: 93
Deactivation: 75
Movement Value: 246

Life Level: 15
Hand-to-Hand Combat Value: 174
Surprise Value: 187
Height: 5'9"
Weight: 145
Age 28, Male
American, right-handed
Assassination Bureau
Weapon: 9mm Luger self-load (German)
PWV: 47
PB: 0
S: -55
M: -145
L: X
WS: VF
Rate: 1
Ammo.: 8
Deception: -4
HWV: 4
Base speed: 104
Base accuracy: 141
Range: 0/-55/-145/X

Dean Wiles is an agent ready to lay his life on the line to get back the East German laser scientist who is trying to defect to the West, but currently held captive by the Soviet agents. Again, a security leak allowed the enemy agents to snatch the man away. Wiles must assume that the agent is still alive; it is his duty to get the scientist back at all costs.

Mik Duplie

GRU agent
Code name: Duke, the driver
Physical Strength: 35
Charm: 19
Willpower: 95
Courage: 44
Knowledge: 69
Coordination: 65
Life Level: 13
Weapon: 9mm PPK(h) (7 dum dums)
Base speed: 45%
Base accuracy: 82%
Range: 0/-45/-145

Gregor Campeliski

GRU agent
Code name: Cheeseball
Physical Strength: 32
Charm: 72
Willpower: 52
Courage: 29
Knowledge: 83
Coordination: 25
Life Level: 8
Weapon: Beretta 93R (9mm) USA
PWV: 56
PB: +1
S: -26
M: -76

L: -216
WS: F
Rate: 3 (9)
Ammo.: 20
Deception: -4
HWV: 8
Base speed: 32
Base accuracy: 83
Range: +1/-26/-76/-216

The job of the GRU agents is to transport the East German scientist over the border at all costs. The scientist is far too valuable for them to harm under any circumstances. They will repair the tire in 15 minutes from the time Agent Wiles spots them, and the car will resume its race for the border at high speed.

Administrator's briefing

Agent Wiles has many options to get the scientist safely away from the enemy agents. He may open fire from his current position in the gyrocopter (-30% off of Accuracy from any range while airborne), 500 feet being medium range, but it wouldn't be wise at this distance since he is rather low on ammunition.

He may wish to move closer (within 100 feet), land the gyrocopter (which only takes a matter of seconds), and launch an assault from the ground. The Soviet agents have a 60% chance of noticing someone moving towards them from the ground. The BMW is bulletproof, so the enemy will use the car for cover. If one of the agents is killed, there is a 20% chance per round that the remaining agent will surrender and ask for political asylum.

It is also possible that Wiles may choose to sneak up on the vehicle by creating some kind of diversion. The agent must make his Deception roll every 100 feet in order for the diversion to be successful.

Wiles may also choose to move his gyrocopter to a closer clump of trees (100 feet) and launch an air assault, which will be infinitely more successful than the previous options since the agents are not expecting an attack from the air, especially at such close range.

If you chose to run the encounter with more NATO agents, alter the balance in the following manner:

1. Double the number of enemy agents.
2. Give enemy agents bulletproof vests.
3. Triple the enemy agents' amount of ammunition.
4. Remove the gyrocopter from the scenario. Have NATO agents approach the Soviets from the ground. 

Cryptic Alliance of the Bi-month

The Followers
of The Voice

by James M. Ward

Cryptic Alliances are the primary instigators of 90% of all the adventure that goes on in the GAMMA WORLD game; the other 10% is provided by powerful mutants. This new series exists to suggest some formerly unprinted facts about each of the power groups. The information is to serve as a springboard for the alliances in your own campaigns.

Geographic Location

This month's Cryptic Alliance is *The Followers of The Voice*. This group's main base lies in a hidden valley in the middle of the mountain range once known as the Appalachians. There are heavy forests in all directions; the usual method of travel into this region is by air. The entire complex is totally underground in a forested hillside. Only a huge metal door marks its presence.

Inhabitants

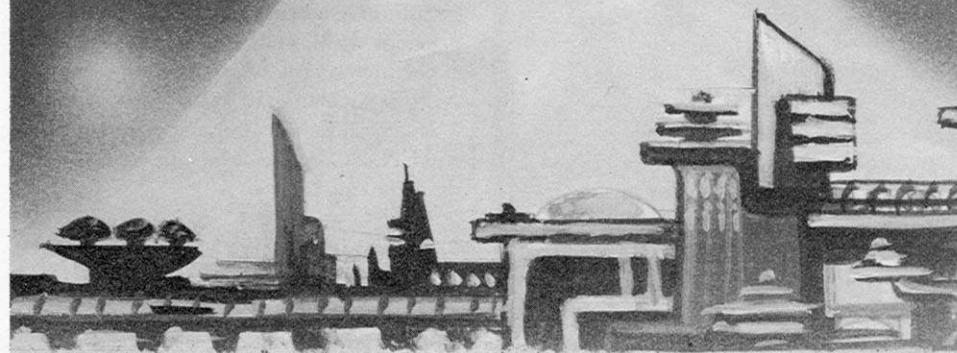
At any given time the following beings reside in this complex:

- a. 150 Pure Strain Humans all familiar with Tech III level equipment
- b. 50 Thinker Androids
- c. 200 Warrior Androids
- d. 10 humanoid mutants with the max. total of mental and physical mutations

History

The complex was built by a group of Survivalists who put all their faith in the power of computer technology to bring them through the troubled years that they believed were coming. After the destruction, those who survived crawled from the ruins and began searching for more computer programs and computer hardware to help them continue. This drive for computer materials was passed on to their children, and through the generations the desire for computer devices and programs have become an obsession.

Early on, the simple home computers of the survivalists were augmented to



McGee

become a megacomputer, much like a Think Tank without the biochemical brains. The programming became so sophisticated that the machine gained a sort of survivalist intelligence. It now verbally communicates with the leader of the Followers and is quite adept at coaxing groups of Followers into Ancient ruins to find more programs and software.

All of the beings in the installation are there to provide technical assistance to this mechanical intelligence, or protect it from danger. There have been three successful attacks on the installation in its long history, and the computer doesn't want a fourth. This is why it created the current leader of the Followers.

Leader of the Followers

Cyborg/Defence borg

HIT POINTS: 150

SENSORS: A/B/C

ARMOR CLASS: 1

CONTROL: Special

POWER: B

MS: 12

IN: 18

DX: 18

PS: 200

SPEED: Pods 160/6800/120

DESCRIPTION: The leader was built after the last successful attack on the installation. A standard Defense Borg was fitted with a Cyborg braincase and given the full control over protecting and increasing the effectiveness of the station. This machine has given the orders to the rest of the group for 200 years. It has also acted as a last line of defense in three separate and unsuccessful attacks on the station. The borg will come and attack anytime the main doors are breached.

The cyborg has a very pleasant voice, and commonly rewards Followers with useful technological items when new equipment and computer technology are brought back to the main base. Although generous with the equipment of the installation, it thinks nothing of sending groups into known radiated areas for items it feels it needs. The unit stresses logic in all its Followers, and when presented with logical successful conclusions to problems it will also reward those followers with raises in rank.

The Leader is in contact with 11 other outposts within 600 kilometers of the main base. It directly manipulates the actions of these bases, which serve as clearing houses for many different types of equipment taken from the Ancients.

Defenses of the Base

Besides the mutational powers of the beings there and the large array of normal weapons found in many places in the GAMMA WORLD game, there are several defensive systems vital to the base:

- a. The complex is wired with a listening system that has a range of 300 meters. Anything larger than a rabbit will be heard.
- b. There is a radar network that will track flyers larger than 1 meter across, up to a distance of 1,000 kilometers.
- c. The final chamber before the main computer system is programmed to flash 18 intensity radiation on all raiders that enter to reach the computer.
- d. The final defense is passive. There is a fake computer station with active controls and lights so that all raiders entering the area will believe they are facing the main computer unit but will actually be facing a dummy one.

Base interior chambers

The underground complex goes 300 meters into the hillside, and is a circle 250 meters in diameter. The main computer chamber and its nuclear power source are at the back, with large work areas and store rooms next. There is also a small, fully operational android vat complex.

To the front of the base are the spacious living quarters, which serve as rewards for good service.

The Borg rotates in people from the 11 other bases as their technical capacity and knowledge makes them suitable for the operation of the highly complex systems of the main base. Those beings that are replaced are given positions of responsibility and power at the lesser bases.

Concepts and policies

The primary responsibility of all members of the alliance is to bring the computer technology of the Ancients to the main base. Computer programs and devices are valuable, and bring substantial rank changes when delivered. Any other alliance can be worked with if it results in the acquisition of more computer material. That is, although logical behavior and thought are encouraged, anything goes in an effort to acquire computer material.

The discovery of new areas of the Ancients is an important secondary goal. Discovering new areas opens opportunities for discovering more hardware.

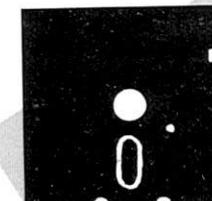
The hierarchy of power is pyramidal. The Borg is the leader, and it has two sub-commanders who are Thinker

Androids. These beings each have two sub-lieutenants who are also Thinker Androids. This pyramid of structure continues down through the whole organization. Advancement up through this structure is based on technological knowledge of computers and/or the ability to bring in equipment and programs important to the group. Strong mutational powers or the use of powerful non-computer technological devices are minor concerns to those that follow the Voice.

Materials common to outside bases

All groups of this alliance which number more than 500 are given items from the main base, and kept in special shrines built by that particular group. These items include: a tape recorder with the equivalent of 90 minutes of the Borg giving advice and encouragement to all searchers for artifacts; a very strong light source that shines automatically at night; and a portable energy detector that the best members of the tribe are allowed to take out on foraging expeditions.

Flags and pennants which display the symbol of the Followers are in abundance. This symbol and others which relate to computer devices are commonly found on the art objects of the tribe.



The symbol of
The Followers
of the Voice:
the floppy
disk.

The Followers also like light in all of its forms; flashlights, lamps, unusual torches, and the like can always be found in the possessions of the group.

Legends

Few legends are passed on by The Followers of the Voice, but their major myth deals with a Follower that discovered a crazed computer doing great harm to the area he lived in. The myth reveals how he destroyed the computer which helped his people, but he was then cursed to wander the land forever, fixing damaged computers for the rest of eternity.

The only other story of any consequence concerns a fabled tree which grows computer programs. The story is about a man named Jony who travels through time planting the seeds of the fabled tree over the land. Those who find these trees are said to be lucky for the rest of their days. 

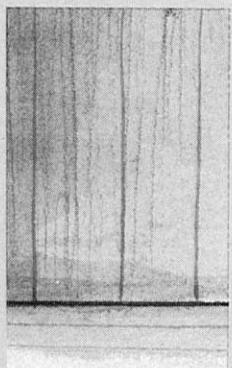
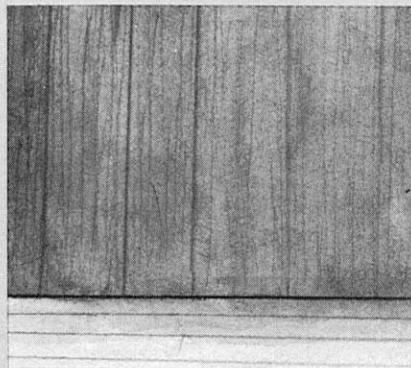
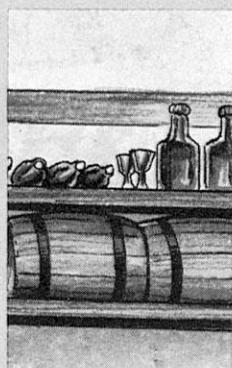
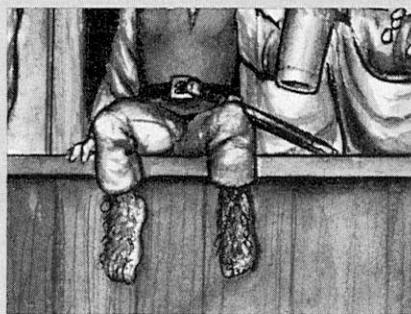
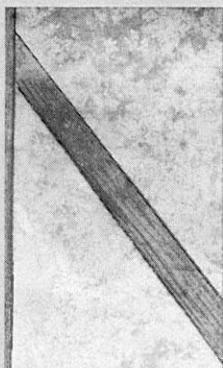
The SHADY DRAGON Inn

Sam: Owner

S 13; I 10; W 9; C 12; D 13; CH 10; AL L; LV 8; AC 1; hp 1; P/D 2; MW 3; S/P 4; DB 5; SP/MS 4; THACO 13

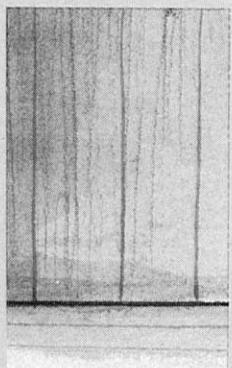
Lachlan: Ostler

S 11; I 10; W 11; C 17; D 13; CH 8; AL N; LV 9; AC 1; hp 68; P/D 4; MW 7; S/P 7; DB 7; SM/MS 7; THACO 12



Friar Fergus:

Cook
S 10; I 12; W 17; C 8; D 9; CH 8; AL L; LV 6; AC 3; hp 29; P/D 9; MW 10; S/P 12; DB 14; SP/MS 11; THACO 17



Ariadne: Serving wench
S 9; I 8; W 9; C 9; D 8; CH 16; AL N; LV 2; AC 6; hp 14; P/D 12; MW 13; S/P 14; DB 15; SP/MS 16; THACO 19

Gwynne: Serving wench
S 13; I 7; W 14; C 11; D 17; CH 14; AL L; LV 6; AC 5; hp 21; P/D 11; MW 12; S/P 11; DB 14; SP/MS 12; THACO 16; OL 45; RT 40; PP 45; MVS 45; CSS 92; HS 36; HN 1-3

The Shady Dragon Inn is a new DUNGEONS & DRAGONS® Game Accessory which includes floor plans and in-depth descriptions of an entire inn, plus over 100 pregenerated characters. What follows is an even more detailed description of the main tavern and the people who work there.

The Shady Dragon Inn — Main Tavern —

The main tavern room of the Shady Dragon Inn has dark walnut floors. The tables, benches, and stools are of golden oak. The ceiling and walls are white-washed. The air, summer or winter, smells of roasting meats, burning wood, and beer.

Made of mortared stone, the fireplace extends about 1' out from the wall, and the hearth is raised 4" off of the floor. The mantelpiece is made of a solid chunk of slate, polished by many hands over the years, giving it a dull shine.

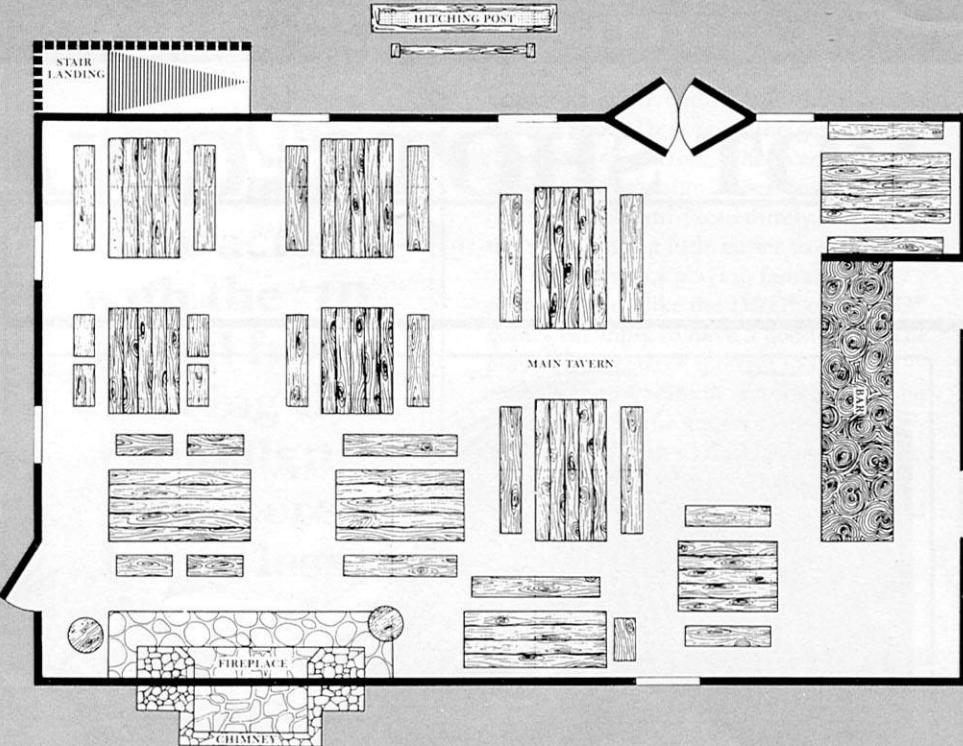
At the rear left side of the hearth is a loose stone. Anyone removing the stone will hear a click, a spring set in the masonry which keeps the stone from falling into the hole behind it. The cavity is one inch square, by eighteen inches deep. Inside is a sock containing 200ep and 75gp with six gems (worth 420gp each). The fire must be out for anyone to examine the hole. There are no traps.

The bar is made of highly polished dark walnut and has a raised, molded edge around the front and sides. The wall directly behind the bar is lined with two wide shelves which hold various "bar-type" items. On the top shelf are some expensive wines, champagnes, two bottles of aged brandy, four silver goblets (4gp each), and 12 pewter goblets. At the far right of the top shelf is a huge stoneware mug where the serving wenches keep their tips; there are 50 — 300 copper pieces in it at any give time.

The bottom shelf holds a number of beer kegs and wine casks (cheap wine). Directly under the bottom shelf is a series of pegs which hold mugs by the handles.

When business is slow, the workers sit at the small table next to the bar (in the northeast corner). This table is also cooler in summer, being next to the door. In winter, they occupy the table next to the fireplace to keep warm.

Outside, beyond the hitching post, is a well where the wenches go for water and



to play with the tavern's cat. The tavern also has its own grey mouse, which likes to hang around by the fireplace.

Tap room and furniture dimensions

Eleven tables in room, all 2" thick.

- a. 3 5'×10' oak tables (15+ str. to throw)
- b. 3 5'×7' oak tables (12+ str. to throw)
- c. 4 5'×9' oak tables (14+ str. to throw)
- d. 1 4'×10' oak table (14+ str. to throw)

Benches, all 2" thick.

- a. 13 15"×8' (10+ str. to throw)
- b. 9 15"×3' (5+ str. to throw)
- c. 4 15"×6' (8+ str. to throw)
- d. 2 1" radius round stools (3+ str. to throw)

Bar, 4" thick

- a. 1 5'×20' bar

Windows, with 2" thick oak shutters.

- a. 6 3'×3' windows

Doors

- a. 6 8'×10'×4" oaken double door
- b. 1 5'×8'×4" oak door

Fireplace

- a. 20' exterior × 5' hearth
- b. 16'×2½' mantle
- c. 7'×9' interior

Additional items

Sam keeps several items behind the bar:

a. A sleeping potion which acts like a *Sleep* spell cast by a 4th level magic-user. There are three doses under the bar for rowdy customers who are too big for either Sam or Lachlan to handle. Once victims are asleep, Sam and Lachlan gently deposit them outside the tavern.

b. A cudgel which acts as a mace +1, but appears to be an ordinary club 30" long. It is as big as two fists at its large end, and tapers to the width of a staff. This weapon can only be used to subdue, and may never be used to kill.

c. A money box which contains 40gp, 123sp, and 81cp. It recognizes Sam and the other four inn workers. Should an authorized person attempt to remove or open the box, it will call for help in Common, Lawful, and Neutral tongues. The box will alternate screaming for help with pronouncing vague but horrible curses upon the mover.

A secret compartment in the money box holds two gems worth 200gp each. Anyone who removes or touches the gems with bare hands at any time must save vs. Magic or fall into a magical slumber as if affected by a *Sleep* spell.

d. If things get really out-of-hand, Sam keeps a *Displacer Cloak* behind the bar which he can don to hit brawlers on the heads to subdue them.

HOT SHOTS and COLD WATER

by Roger E. Moore



A long time ago, in the *Letters* section of POLYHEDRON™ Newszine, a gamer asked for ways to handle player characters who "always think they are hot stuff." It was suggested that DMs consider using high-level non-player characters to teach the player characters humility. This sometimes works, but unfortunately won't work very often and usually works on the wrong people.

Several things go against it. First, players within a group tend to stick together, and may unexpectedly pitch in and trash out any threat to them or one of their number. This happens even if the threatened person isn't universally liked by other group members. The temptation to get involved in a fight can be too much, and group members may want to bump off any high-level NPCs they meet so *their* characters will be the new "hot shots" in town.

Players will also eventually resent the DM's use of high-level encounters in attempts to kill off or disgrace characters in some fashion. This will lead to abrupt termination of gaming with that DM.

Another problem is escalation. It seems the more often that high-level encounters start appearing, the more cautious and heavily armed adventuring groups become from accumulating treasures and experience points. It often happens that other DMs, sensing that one Dungeon Master is going to be using tougher encounters, will arrange things so the characters (if the same ones are being used in all campaigns) will find more powerful treasures, even allowing them to gain the much-beloved Atomic Hand Grenade. This is especially likely if the DM using tougher encounters is also cutting back on treasures being given out in his adventures.

So, although using high-level NPCs can help, often it won't do more than escalate the size, power, and number of encountered monsters without reducing the players' egos. It might be more helpful to look at who is *really* responsible for allowing some of the so-called "hot shot" characters to get their start.

In reviewing old copies of DRAGON® Magazine and other gaming magazines, one notes a number of articles and letters to the editor which decry the appearance of "player character demigods" who own every magical item known and then some, who have 54th-level characters in all classes, and so forth.

Hey, who made those characters what they are? Are players *completely* responsible for how much treasure their characters accumulate? If they are, then they're cheating by inventing their characters' magical items, and that can be dealt with by exclusion or careful confrontation.

No, the Dungeon Master has a lot to do with this, too. There are Dungeon Masters who let characters gain more than one level per adventure. There are Dungeon Masters who have gods appear and raise characters a dozen levels at a

Forbid the 100th-level character with the +10 sword from entering the campaign, and there is one less hot shot.

time. There are Dungeon Masters who put artifacts in their treasure hoards (with millions of gold pieces to boot). There are Dungeon Masters who make it awfully easy to kill Asmodeus or Demogorgon in a few blows. This certainly feeds the hot shot problem. I should know.

I used to set up adventures in which characters latched onto the Silmarils, Thor's Hammer, and Captain America's flying shield, not to mention artifacts like Excalibur. The adventures were entertaining, but eventually no one felt challenged by them, and things fell apart. Small wonder. Was it the players' fault? Not really. It took time for me to figure out what was going wrong, and how to fix it. It would be interesting to know how many of the DMs who've complained about "player character demigods" actually helped create those demigods.

In all fairness, of course, there are many DMs who didn't have anything to do with creating such demigods. A DM may just want to run a good adventure, but the only characters the group can come up with are unexpectedly powerful. This, though, can be cured by allowing the players to roll up lower level characters for an adventure, or having everyone roll up new first level characters. A DM doesn't have to let just *any* character wander into his or her campaign, even if the player of that character is a best friend. Best friends will understand if you want your adventure to be challenging for all, and not a walkover.

Getting rid of PC demigods goes a long way toward getting rid of "hot shot"

characters. Forbid the 100th-level character with the +10 sword from entering the campaign or adventure, and there is one less hot shot. This leaves the generally "normal" characters, whatever "normal" is for your campaign. Does this cure the hot shot problem? Not entirely, though the situation is a little easier to deal with.

The essence of playing fantasy role-playing games like the D&D® or AD&D™ games is simply to have a good time. The players and referee interact to create a story, a common myth in which everyone participates in the guises of their characters. It is difficult to find fault with using player-character demigods, so long as everyone in the group (including the DM) is having a good time with them. If so, then there's no problem.

Inevitably, if someone has a character that's been around for a while and has been generally successful, that person will take pride in that character. The player will talk about past adventures, great deeds, treasures won, etc. The longer the character has been around, the more attached the person will become to it.

This creates its own problems, however. There comes a time when the player realizes that the character might eventually be killed, and this doesn't go down well. The character may be high level and quite powerful, but the adventures the character is going on have become increasingly dangerous, too. Some people retire their tougher characters to keep them "young and pretty" (and alive). Others keep using their characters, but become more defensive, hedging more of their gambles, and accumulating all sorts of items to lessen the chances of that character getting killed permanently. Some DMs interpret this as being a "hot shot."

This can be dealt with without a lot of fuss. Adventures can be set up which may not involve risk of death, but would involve lots of work and excitement for the characters. Political and religious maneuvering, clearing terrain of minor monsters, and similar adventures still throw the element of the unexpected into the characters' lives without endangering them. The referee needs to remember that while he or she has access to literally millions of monsters and NPCs, the players have very few, usually only one or two apiece. One can always roll up a new "first-level nerd," but a tenth-level character is hard to replace.

Now let's change the perspective around. This article has looked at the question of "hot shot" characters from the players' view, yet everyone can recall

someone who was difficult to get along with, who played characters who hogged the treasure or were uncooperative. These are the ones that most people think of when the subject of hot shot characters comes up. What can you do about them?

There are two courses of action. If the person is truly too obnoxious to get along with, then the person should be excluded from the group. This is touchy because nobody wants to be the "axeman" who goes over to the person and says, "Look, we're having a lot of trouble getting along with you in the group, for a lot of reasons, and I'm speaking for everyone when I say that we'd rather you didn't game with us anymore," or "It's difficult to be a DM for you, because you keep arguing whenever I rule against you, and the game turns into a big mess of hurt feelings all around, and I just don't want to run a group with you in it anymore."

It may be hard, but if no one says it, then things are going to stay bad until everyone has been driven out of the game. The odd thing is, once somebody does manage to get the offending person out of the group, then the game gets better. People enjoy themselves, the atmosphere is less oppressive, and so on. The game is fun. You may still have to deal with the person who was put out of the group, but they usually manage to cope with it and either find something else to do or find another group to game with.

The other alternative can be used if the person appears to be "salvageable" for gaming; he pouts sometimes when he doesn't get his way, but he makes some pretty good jokes, or she's rude and often pushy, but has a lot of experience in gaming and shares treasure she finds. Everyone has some fault somewhere. So how can a DM deal with people like these? You don't want to lose them, but you're having trouble with them as they are.

It would be nice if there were an easy answer to this problem, but there isn't one. The group may have to resign itself to putting up with the less friendly aspects of everyone else's behavior. The DM will have to put up with it, too (like everyone else has to put up with the DM). Talking with someone about their "problem behavior" may go a long way to help.

It should be firmly stated that killing obnoxious characters isn't the best solution. Having "blue bolts from heaven" smack a hot shot character on the head just ticks off the hot shot player and can lead to more problems. Having a god show up and sock it to the character is just as bad (unless the hot shot has been

Dungeon Masters need to find a way to not kill characters. Any fool can kill a character.

mouthing off against the gods themselves and one of the deities hears its name being abused; then the character deserves everything it's got coming to it.) Dungeon Masters need to find a way to not kill characters. Any fool can kill a character. It's another thing to get a character to rethink its behavior and values.

It is very important to be subtle about this. Direct threats rarely work. A good DM should spend time considering the various strengths that characters have that make them think they're invincible. Is it the number of pluses on his sword, or the thickness of her armor? Is it a history of past successes with huge monetary returns? Make a few mental notes on the props that keep a character's ego inflated, and consider what it would take to knock the character's confidence out like a light. Take away a character's self-assurance, add the element of the unexpected and the unpredictable, and a lot of hot shots in your group will cease to be.

Imagine a scenario in which a group becomes shipwrecked on a small jungle island. Up until this point, everything has gone pretty much as expected. The characters grumpily drop their belongings and pitch camp under a tree as a downpour soaks them completely. There are one or two standard encounters with boa constrictors which the party easily wins.

But there are other things entering the picture. No one in the group hears birds calling in the trees. Except for a few snakes, no other animals or creatures of any kind can be seen. Characters on watch at night hear strange calls, like

random bits of conversation amplified and echoing across the darkness, words that make no sense or are randomly ordered. Characters start getting nervous.

Attracted by odd noises, they come across a ruined farmhouse, and meet some ghouls. These ghouls, however, do not act like "normal" ghouls. They are carrying on a weird parody of normal daily life: some laboring in sterile, rock-strewn fields with broken implements, some laying out a table in the farmhouse with empty plates and broken glasses. The ghouls see the adventurers and attack them with wild cries.

I used the above adventure on a group one evening and it worked quite well. The player characters were quite powerful; they probably had more magical weaponry on them than most dungeons have in their first three levels, and they shouldn't have had much trouble cleaning up the adventure. Things, however, were not what the players were used to seeing. The lack of normal creatures on the island, the strange calls in the night, and the encounter with the walking dead at the farmhouse shook their confidence.

All of this was carefully presented to the group, and treated with great seriousness. Here, on this island, was an awful thing that left an undying mockery of life in its passing. It was unquestionably evil and powerful. Not once in the adventure had I come out and said that. No hot shots appeared in the group, even in the end when the group met and defeated the island's necromancer king.

Horror was the key element in preventing the appearance of hot shots, though the group was also experienced and not prone to bickering or petty rivalries. Manipulating the atmosphere of an adventure and keeping the unexpected alive goes a long way to deflating egos and adding excitement to role-playing.

Most hot shots are like you and me; they play to have fun. Unbearable players can be dealt with by exclusion or working out the problems.

Dungeon Masters need to take responsibility for creating hot shots, and should use more care in managing their campaigns. DMs can discreetly pour a little cold water on local hot shots, and do it in such a way as to avoid singling out the hot shot for unfair punishment, and give the whole group an adventure to remember as well. Ultra-tough NPCs and monsters are not the best answer; setting the mood of the adventure might work a lot better. Be subtle. Make the hot shots sweat a little. It'll do them good. ☺

TOURNAMENT CHARACTERS FROM GEN CON® XVI CONVENTION

CHAR NUMBER	Lyman	Silevan	Jenelle	Tremblaine	Arwyn	Brutelle	Dugal McVey	Ringo	Glynnis	Berta
RACE	H	E	H	1/2E	5.	6.	H	8.	9.	10.
SEX	M	F	F	M	1/2E	H	F	Dw	H	H
Clsl/Lvl	M6	M5	C6	C4	M	F	M	M	F	F
HT	5' 11"	4' 8"	5'8"	5'4"	Dr4	F6	Rngr 6	T6	Bd 5/5/3	Mk6
WT	150 lbs.	80 lbs.	125 lbs.	110 lbs.	5'5"	6'	6' 3"	4'	5' 10"	6'
AL	LN	CG	N	LG	115 lbs.	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
HP	28	25	39	22	30	47	46	NG	LN	LG
MV	12"	12"	12"	9"	12"	12"	12"	32	35	22
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	18	12	16	15	13	11	16	11
SAVING THROWS*										
PARALYSIS	13	12	9	9	7	11	11	8	11	12
PETRIFY	11	11	12	12	10	12	12	11	11	11
RODS	9	9	13	13	11	13	13	8	12	11
BREATH	13	13	15	15	13	13	13	15	13	15
SPELLS	10	10	14	14	12	14	14	9	13	13
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACK ADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGE ADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-2	1-3	1-2
BEND BARS	2%	2%	2%	2%	7%	4%	13%	4%	10%	7%
THEIVING ABILITIES	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language		
Ringo	60%	67%	60%	52%	42%	20%	82%	25%		
Glynnis	55%	52%	40%	45%	36%	20%	90%	25%		
Berta	—	—	45%	37%	36%	20%	92%	—		

*Ringo's CON bonus included. Arwen's cloak bonus included.

CHARACTERS' EQUIPMENT

Character	Weapons	Magical Items	Equipment		Brutelle	Battle ax, longsword +1, chainmail +2, boots of levitation	battle ax, 2 hand axes, longsword, 6 torches, tinderbox, backpack, 3 iron spikes, rations, 35 sp
Lyman	Dagger	bracers of defense AC 5, potion of fire resistance, scroll (at L7): dispel magic, extention I	dagger, 2 oil flasks, 50' rope, rations, 50 gp, spell books, components		Dugal	broad-sword +1, 3 arrows +2, ring mail +1, shield +1	broadsword, hand ax, 2 daggers, shortbow, quiver/20 arrows, 3 torches, tinderbox, cloak, rations
Silevran	Q. staff darts	ring of protection +2, potion of healing, wand of lightning (8 charges)	q. staff, 12 darts, backpack, 50' rope, 2 water flasks, rations, 5 ep, spell books, components		Ringo	short sword, club dagger	short sword, club, dagger, leather armor, thieves' tools, large sack, 50' rope, extra robes, rations, 30 gp gem
Jenelle	Mace, hammer	hammer +1, chainmail +1, potion of extra-healing	mace, 2 hammers, shield, holy symbol, pray beads, lantern, 5 oil flasks, silver, mirror, 30 gp, components		Glynnis	Long-sword, javelin, daggers, sling	2 javelins, dagger, sling, 5 sling bullets, thieves' tools, 2 song books, rations, 4 × 15 gp gems, components
Tremblaine	Q. staff, mace	mace +1, shield +1, potion of extra-healing	mace, q. staff, scale mail, wolfsbane, extra trousers, rations, 20 gp gem, components		Berta	Club, jo stick, dagger	club, jo stick, 2 daggers, thieves' tools, extra pants, rations
Arwyn	Spear, sling,	spear +2, cloak of protection +2, dust of appearance (1)	spear, sling, leather armor, sandals, silver bowl, rations, components				

SPELL LIST

Magic-users

First Level	Second Level	Third Level
Affect Normal Fires	Continual Light	Blink
Burning Hands	Detect Invisible	Dispel Magic
Dancing Lights	Invisibility	Feign Death
Detect Magic	Knock	Fireball
Feather Fall	Levitate	Flame Arrow
Hold Portal	Magic Mouth	Gust of Wind
Magic Missile	Shatter	Hold Person
Push	Wizard Lock	Prot/Norm Missiles
Read Magic		Lightning Bolt
Shield		Water Breathing
Shocking Grasp		
Sleep		
Spider Climb		

Druid/Bard

First Level	Second Level	Third Level
Detect Magic	Barkskin	Call Lightning
Detect Snares/Pits	Create Water	Cure Disease
Entangle	Cure Light Wounds	Hold Animal
Faerie Fire	Feign Death	Neutralize Poison
Invis. to Animals	Heat Metal	Protection/Fire
Pass without Trace	Obscurement	Snare
Predict Weather	Produce Flame	Tree
Purify Water	Trip	Water Breathing
Shillelagh	Warp Wood	
Speak with Animals		

Clerics

First Level	Second Level	Third Level
Bless	Chant	Create Food and Water
Command	Detect Charm	Cure Blindness
Create Water	Find Traps	Cure Disease
Cure Light Wounds	Hold Person	Dispel Magic
Detect Evil	Resist Fire	Feign Death
Detect Magic	Silence 15'r.	Prayer
Light	Slow poison	
Prot/Evil	Snake Charm	
Purify Food/Drink	Spiritual Hammer	
Remove Fear		
Resist Cold		
Sanctuary		

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Boredom



Players, has gaming night begun to look like the illustration at left? DMs, are you frustrated with how your campaign is (or is not) progressing? Boredom can destroy an otherwise good campaign. Read on and find out how to prevent it from killing yours.



by Kim Eastland

Boredom is one of the deadliest enemies of the role-playing game. Players may simply avoid games or GMs that bore them, but it's a different matter for a GM. After months of preparation, playing, and development of the world and the player characters, he notices (if he's lucky) that the games are bogging down, and the players beginning to yawn or

not show up at all. More often than not, this is a turning point in a campaign and determines whether a "world" succeeds or not.

For a struggling gamemaster the first and most important step to rectifying the problem is to quickly identify the problem. If you're the GM, take an honest look at your campaign and yourself as its guiding force. You could ask the players for their advice, but they may not be any more

enlightened on the problem than you are. You may also be opening yourself up for further problems if the players interpret your questions as a sign of weakness or lack of control over the campaign.

It might help to identify the most common causes of a boring campaign. The following is a list, in no particular order, of some factors that can help to make a campaign a real "yawner."

A good ref doesn't need to memorize all the rules, but he should know where they can be located.

1. Impossible odds. Is your campaign geared for levels higher than your player characters' abilities? There's nothing more frustrating than getting creamed time after time. Try adjusting the monsters, magic, etc., down so the party has a fighting chance.

2. Monty Haul worlds. This is the exact opposite of the Impossible Odds problem. Are your monsters, magic, etc., geared too low for the party? Trashing tribes of orcs or squads of robotic adversaries may be fun occasionally but grows dull quickly. The GM should also keep track of magical or technological items given to party members. Don't be too niggardly in supplies and treasure or you may unfairly tip the balance in favor of the non-player characters, but don't splurge on goodies either. One of the worst worlds I adventured in was one of the richest (you could buy *anything* for a price, artifacts and all). Remember, once you start escalating in power it's very difficult to stop. The inability to balance items, skills, and power has led to the destruction of innumerable campaigns.

3. Long-winded GMs. Many GMs will spend long hours developing a campaign or a module for play. Every room or landscape is written down to the most minute detail. When the party happens into that area, he feels compelled to share his visions with them — in glowing detail — whether they want them or not. The players aren't allowed to take quick peeks or briefly scan an area — frustrating to say the least. Make sure you don't swamp your players with poetry.

4. Unprepared GMs. The antithesis of the over-prepared referee is one who is constantly winging it because he feels no pre-game work is necessary on his part. This can give the game a feeling of vertigo, and generally deprives the players of something to sink their teeth into; the "world" often lacks a sense of reality. A good ref doesn't need to memorize all the

rules, but he should know where they can be located. You may wish to divide your world by geographic location into modules for the sake of playing areas, so you are never caught unprepared.

5. Random encounters GM. This concept is closely associated with the ill-prepared gamemaster. Do you roll up the targeted area and encounters randomly? This can give your dungeon, space station, or crime headquarters all the logic of a chaotic roulette wheel.

6. Map-crazed GMs or players. No game should be constantly bogged down by mapping. Worst of all are "creative" building plans that are full of curly-q's, weird angles, or just generally Rubic-Cubic in design. Mapping is an aid to adventuring and should be simple and quick; it is not an end unto itself.

7. Overly creative GMs. This one may come as a bit of a surprise. How can any referee be overly creative? To begin with, one has to look at the nature of RPGs and the desires of RPG players. The average player wants to gain knowledge of his character's world. This is very difficult if the referee is constantly pitching curve balls at him. The vast majority of RPGs on the market are well-balanced and designed for repeated use. Orcs, robots, and gunmen are usually balanced and included for continual use, not a one-shot appearance. Players don't really care for campaigns where they constantly get jumped by unknown monsters or old familiars who behave inconsistently. Some innovation is fun, constant unknowns are just plain chaotic.

8. The "stuck-in-a-rut" campaign. Possibly the most common cause of boredom is the once entertaining campaign that now goes nowhere. Reasons for this may include: the GM has little time for developing his campaign and a sort of "comfortable" pattern (boredom) sets in among the GM and players after innu-

merable adventures into the same old dungeon, city, or against the same opposition; PCs have reached a plateau on a particular quest; or just a general lack of innovation. If ignored by the GM, players will start drifting off in search of new and exciting experiences, even though the potential was in the existing setting to progress further, but the players were not enticed to. Do you like doing the same old thing day after day, whether it's going to work, school, or whatever? Of course not! The answer to this problem is a new "mind-set": refocus your attention and campaign from time to time on unusual experiences, locales, missions, and the like.

Whether you're a player or GM, you can benefit from defining a few key concepts:

Fairness: A referee's job is not to punish the players or to hand them the world on a silver platter. His job is to see that they get a fair break in the campaign world.

Logic: A referee's game world should have some logic and consistency in it that the players can depend on.

Movement: Keep the adventure, and the campaign, moving. Extensive mapping, shopping trips, etc., should be discouraged. It's up to the GM to keep the players awake.

Preparation: The referee is responsible for information on most "normal" topics should the players have questions concerning the world. He needn't always have it memorized, but he should know where to find it quickly.

Innovation: The key to a long-lasting campaign is to keep it interesting, inspired, and imaginative. This can be supplied by researching areas that pertain to the game.

Balance: A referee's most difficult task is balancing the different aspects of a role-playing game. This can only be accomplished by being sensitive to all of the aforementioned topics.

The key to solving many of the above situations is research. Although research as a concept is an entirely different subject (and article following this one), if you expose yourself to new ideas for inspiration and imagination, your game will also become more inspired and imaginative, which can prevent the players and GM from becoming bored.

Research is not a dirty word

by Kim Eastland

Where do you go for new ideas? If you're running a campaign that's beginning to get a little boring, refereeing a game for players who play a lot and crave innovative scenarios, or just want a change of pace, the answer is research.

Before you quickly move on to another article, let me assure you that research need not consume vast quantities of time and effort IF you know where to look.

Following is a list of various sources for inspiration. My own comments on various books, periodicals, etc., can sometimes be found in parentheses following the date of publication. An asterisk indicates the particular item listed may contain subject matter which, either because of content or style, may not be deemed suitable for more sensitive individuals. Please note that these are MY suggestions and don't necessarily reflect the opinion or policy of any other individual, organization, or corporation.

Fantasy books, illustrated

Manguel and Guadalupi. *The Dictionary of Imaginary Places*. Macmillan Publishing, 1980.

(A wonderfully large book filled with maps and descriptions of most major literary imaginative lands.)

Mode, Heinz. *Fabulous Beasts and Demons*. London: Phaidon Press, 1974.

(Great collection of historic and mythological monsters.)

Arrowsmith and Moore. *A Field Guide to the Little People*. Wallaby Pocket Books, 1977.

("Being a guide to the lineage, appearance, general characteristics, and case histories of 79 species who pull the gossamer strings of the Universe. . . .")

Poortvliet and Huygens. *Gnomes*. Abrams Books, or Peacock Press/Bantam Books, 1977.

Poortvliet and Huygens. *Secrets of the Gnomes*. Abrams Books, 1982.
(Both Gnome books are rich in myth and fantasy texture.)

Doing research to add excitement to your role-playing game campaign doesn't require the patience of Job, the brain of Einstein, or the endurance of a marathon runner if you know where to look. Here are some "eye-opening" suggestions (you won't need to use your hands, either).

Froud and Lee. *Faeries*. Abrams Books, 1978.

(A marvelous collection of Faerie folklore with the best artwork in this series.)

Heller, Scrace, Wijngaard, and Larkin. *Giants*. Abrams Books, 1979.

(An informative look at our oversized foes and the folklore surrounding them.)

*Jong, Erica, and Joseph A. Smith. *Witches*. Abrams Books, 1981.

(A mature look at the historical and mythological witch.)

Walsh, Robb, and David Wenzel. *Kingdom of the Dwarves*. Centaur Books, 1980.

(I cannot recommend this book highly enough. The story of a supposed English "archeological dig" brings up many facets of the dwarfish community never dreamed of. Excellent artwork.)

Chant, Joy. *The High Kings: Arthur's Celtic Ancestors*. Bantam Books, 1983.

(A collection of Celtic folklore as told by their bards. Great sources for legends in your campaign world.)

Brown, R. Allen. *Castles: A History & Guide*. Blandford Press (Dorset), 1980.

(Contents include castle-building, castle construction, defense and attack, life in the castle, etc. Over 200 photographs in color and black and white.)

Osprey Men-At-Arms Series. London: Osprey Publishing.

(This is a series of medium-sized paper-bound books which cover the history,

uniforms, tactics, etc., of numerous armies and warrior races. Perfect for getting a handle on actual armor, color schemes, etc., that can be used in a campaign or for painting miniatures.)

Particular volumes of interest include:

#50: Medieval European Armies, 1300-1500

#58: The Landsknechts

#75: Armies of the Crusades

#85: Saxon, Viking, and Norman

#86: Samurai Armies, 1550-1615 (for refs with Eastern campaigns.)

#94: The Swiss at War, 1300-1500

#99: Medieval Heraldry

#111: The Armies of Crecy & Poitiers

#113: The Armies Agincourt

Fantasy, illustrated periodicals, and comic books

Pini, Wendy and Richard. *Elfquest Comics*. Warp Graphics.

(Also hardback books and misc. publications. Extraordinary fantasy atmosphere in this small series about a group of wolf-riding elves trying to find their origins.)

Aragone, Sergio. *Groo the Wanderer*. Pacific Comics.

(Super spoof on the "typical" barbarian scenarios. Even if you can't use anything in it for your game it's a blast to read.)

Epic Illustrated: The Marvel Magazine of Fantasy & Science Fiction. Marvel.

(Extremely wide range of all types of highly imaginative illustrated literature.)

Skeates and Wenzel. *Warlords*.

DC Graphic Novel No. 2.

(High quality one-shot comic about brothers who are trying to gain control of the fantasy realms held by one another. Good use of magic in the storyline.)

Fantasy resources, misc.

Blum, Ralph. *The Book Of Runes*. St. Martin's Press, 1982.

(Excellent study of the ancient art of scrying by runes. Comes with book, bag, and runes for entertaining attempts at the eldritch forecasting.)

Science-fiction books, illustrated

Barlowe, Wayne D., and Ian Summers. *Barlowe's Guide to the Extra-Terrestrials*. Workman Publishing, 1979.

(One of the finest collections of alien life form descriptions gleaned from major science-fiction works. Complete with comparative size chart and a format that gives the impression of an authoritative textbook on actual life forms.)

Dixon, Dougal. *After Man: A Zoology of the Future*. St. Martins Press, 1981.

(An incredible book speculating on future fauna on Earth after Man has disappeared from its surface. Fantastic for populating SF worlds with weird animals that aren't technically monsters.)

Wingrove, David. *The Immortals of Science Fiction*. Mayflower Books, 1980.

(A collection of passages from famous SF works by the masters in the field, complete with illustrations of the passages.)

Science fiction, illustrated novels

Delaney, Samuel and Howard Chaykin. *Empire*. Byron Preiss Visual Publications, 1978.

(Full color paperbound publication that is somewhat akin to a super comic book. Great story line and marvelous settings, costumes, and gadgets; the computer programmed returning Drone Daggers were my favorites in past games. Useful for creating new civilizations.)

Bester, Alfred, and Howard Chaykin. *The Stars, My Destination*. Byron Preiss Visual Publications, 1979.

(An excellent visual adaption of the first part of Bester's novel. Excellent for imagery of an advanced society, but most useful for its concept of Jaunte movement.)

Science-fiction comic books

*Chaykin, Howard. *American Flag*. First Comics.

(Possibly the first truly mature look at a

science-fiction society on Earth. Knockout storylines, concepts, and technology. Reuben Flagg, a sort of futuristic Ranger, fits perfectly into a number of SF games.)

*Chaykin, Howard. *Cody Starbuck Comic*. Star Reach Publication.

(Plus back issues of Star Reach Comics featuring Cody Starbuck. Chaykin's starfaring privateer combines swashbuckling bravado with high tech items.)

Truman, Tim. *Starlayer*. First Comics. (Our old TSR buddy Tim Truman is in the comic book field. Take a look at his *Starlayer* and back-up feature, *Grimjack*, for ideas on other worlds' cultures and ship-to-ship combat situations.)

Judge Dredd. England: Eagle Comics. (Post-holocaust Earth with its mega-cities, Moon colony, and law-keeping judges provide a great wealth of imagery for all types of SF RPG s.)

Fantasy and Science-fiction, artbooks

Whelan, Michael. *Wonderworks*. Donning, 1979.

Sorcerers: A Collection of Fantasy Art. Ariel Books/Ballantine Books, 1978.

The New Visions: A Collection of Modern Science Fiction Art. Doubleday & Co., 1982.

*Achilleos, Chris. *Beauty and the Beast*. Fireside Book, Simon & Schuster, 1978.

Jones, Peter. *Solar Wind*. Perigree Books, 1980.

Tomorrow and Beyond: Masterpieces of Science Fiction Art. Workman Publishing, 1978.

Morrill, Rowena. *The Fantastic Art of Rowena*. Pocket Books, 1983.

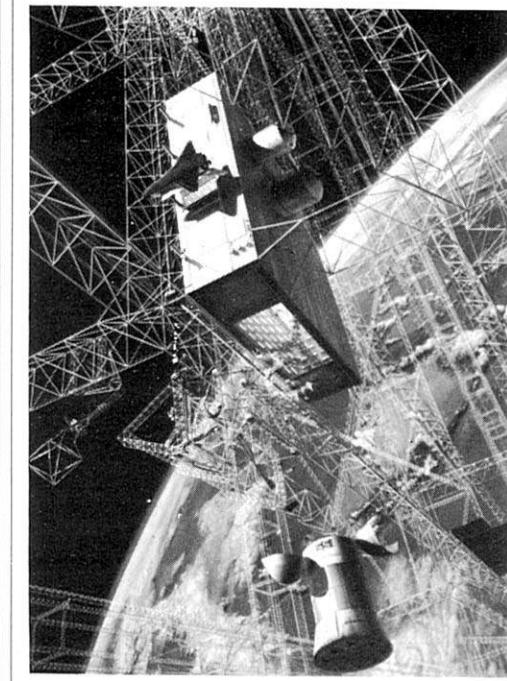
(The newest of the *Fantastic Art of . . .* series features some extremely inspired and recognizable SF and fantasy art.)

Although these are examples of specific works in a highly limited genre there is a great abundance of material all around you. Go to your local library and look in the card files under Fantasy, Science Fiction, and Science, or look in the Reader's Guide to Periodical Literature for past articles on subjects like lasers, space flight, etc.

Specific magazines, such as *Science Digest*, *Discover*, *Scientific American*, *Science News*, *Smithsonian*, or *Astronomy* also hold information that you can extract to create fantastic worlds.

Photo session

PHOTOS COURTESY OF NASA



This is an orbiting space platform under construction. From this photo, let's determine that: a) the player characters are in transit from their last adventure, b) they are in an isolated situation with only their wits and comrade to rely on and, c) this is a relatively defenseless installation. Having established that, let's have a small squad of Sathar in a hijacked shuttle try to board the platform. The Sathar send one of their number out on the struts to destroy the communications apparatus and storm the center, expecting passive resistance from scientists, not fearsome combatants.

A fight inside would be interesting, but not nearly as thrilling as a chase out on the struts (the Sathar planned on blowing this unit up as a prelude to an invasion). The Sathar on the struts is wearing a completely maneuverable deep space suit; the player characters from the station have suits which allow them to breathe outside, but are really designed to be used when merely fixing something outside. Tell the player characters to start climbing.

Useful information is all around you waiting to be gleaned. Let me give you an example for a STAR FRONTIERS® game campaign that is bogging down, perhaps because the players and referee have been gaming "in the city" for too long. The photos on these pages are NASA photos, the type that pop up constantly in magazines.

Fantasy games don't always have to take

place in dungeons. That's why so many aquatic and other creatures exist.

Plan adventures that take place on other planes. A major theft from a winter fortress of Frost Giants and White Dragons, in the dead of winter, when no one would expect you (quite a bit of planning on that one) might be fun, or go on a mapping survey party as protection from hostile creatures

(the reward of a good map of the area could be reason enough to take the job).

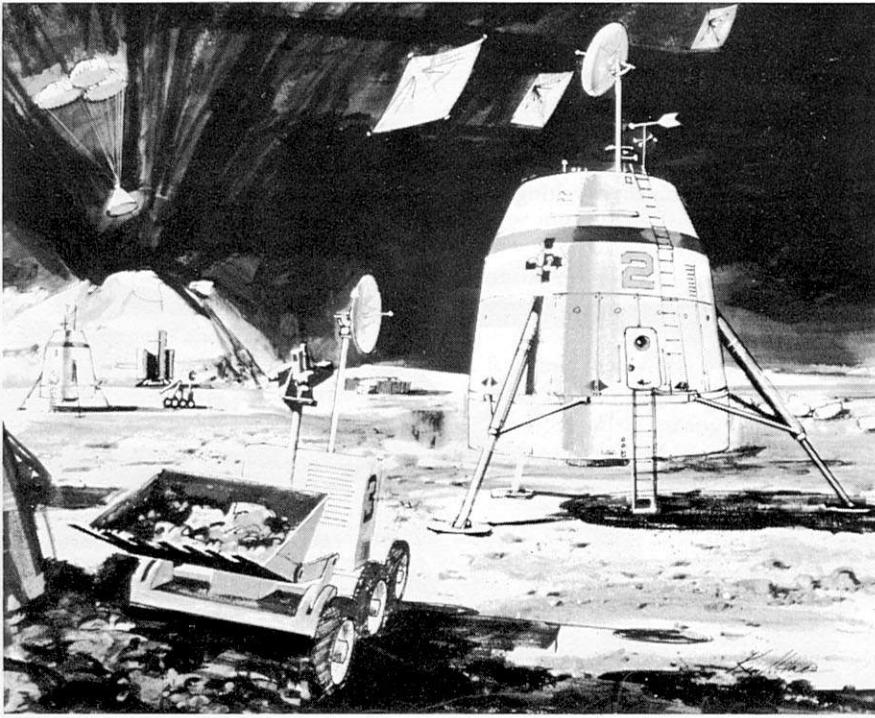
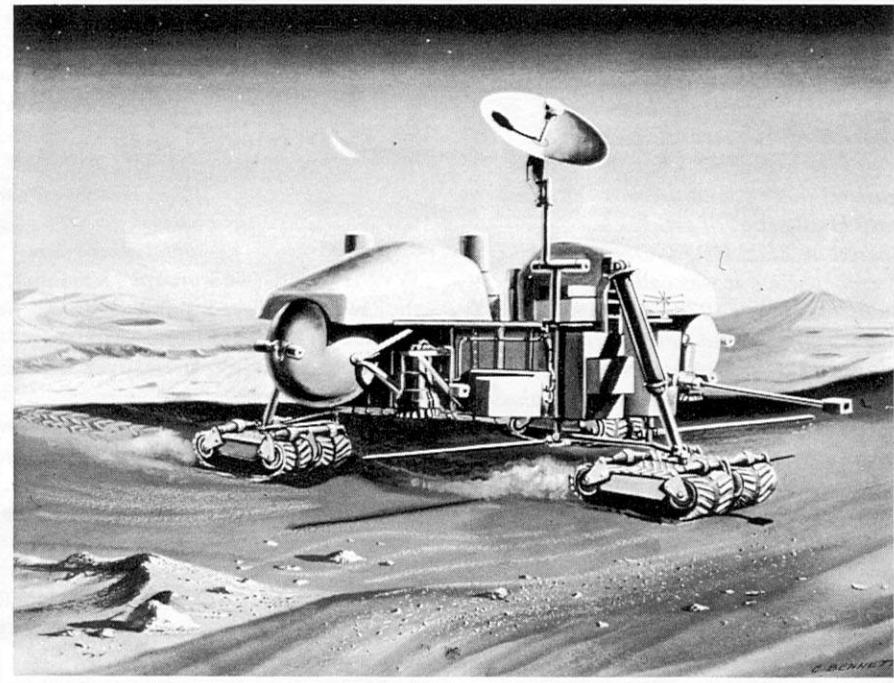
The geography of your own area might supply you with suitable material for adventures. Go to a local forest preserve or large park and decide where you would build your keep if you were an evil magic-user, then transfer it to paper. There are potential adventures all around you.

This illustration is a NASA Lunar Roving Vehicle, featuring an Elastic Loop Mobility System or ELMS (note the rubber band-like treads.) This will allow the vehicle to traverse difficult terrain, such as desert.

Though this is a two-man model let's enlarge it to hold 15 creatures. You can assign different capabilities to the different appendages on the vehicle; it can be heavily armed or slanted toward scientific exploration.

For the sake of this article, let's say it's a peaceful operation, and your group is onboard as a team of observers for Pan Galactic (assigned, just in case).

In the middle of the night one of scientists is murdered, and you have to find out who did it before you return to base ("Murder on the Lunar Express"). You could create exciting encounters which help the characters find clues, a really unique adventure which challenges the players at the same time (just remember to keep it solvable).



In this illustration, assume that after attack on your passenger liner by pirate ships, your little group has managed to secure an escape cone and made your way to nearby Delavan 3, a robotic mining colony excavating rare minerals for Pan Galactic. You reckon the pirate base is nearby and will send out a party to capture you in a week or so. Rather than wait for the inevitable, you decide to attack their base in the hopes of swiping a swift vessel, and possibly destroying their operations in the process. The atmosphere is good, the daylight only one hour out of eight, and the magnetic interference such that scanners, communications equipment, and sensors all work at extremely limited range. Can the party, in control of a couple of robotic vehicles and a handful of stocky robo-miners, achieve its objectives? As GM, you might try lessening the gravity for a real fun time (attacking in 20' strides?).

MONTY HAUL and the GERMAN HIGH COMMAND

by James M. Ward

Nary a gamer exists who hasn't used, or at least heard, the term "Monty Haul." If you've ever wondered where the term originated, here's your answer. The Monty Haul series of articles first appeared in THE DRAGON® Magazine (remember when it was called that?) in May (issue #14) of 1978. This particular article was the second in the series (issue #15, June, 1978), and is presented in its original form, with just a tiny bit of plastic surgery to hide its age. The names have been changed to protect the innocent . . . ah, you know the rest.

It was Tuesday night, our weekly "anything goes" night. We all went to Robert's house for the game, which Monty was going to run; he was being very secretive about it, too. We filtered in one or two at a time until nine of us were there. The Tractics boys, Dave, Tim, and Brian, were all clumped together talking about something called "Cham-bowi" armor (it sounded something like that) and I was just going over to see if I could incorporate it into my medieval campaign game when Monty started setting up the ping-pong table and Robert brought out

the soda pop and food. Most everyone went over to help Monty, but I went over to help Robert — my first tactical error of the night.

Monty told the Tractics boys and me (my mouth was too full to protest) to go into another room with our written orders. When my comrades read our WW II orders (we were the Germans), they were overjoyed: our assignment was to attack a bunch of snipers who were entrenched in a hilly area. I was less than thrilled at the prospect. I've never enjoyed playing games that use gunpowder (it's too hard to duck a bullet or cannon ball), but I usually try to put up with it with as good a grace as I can manage at the time.

We were given an armored car, four halftracks, and two kubelwagens. The list included enough men and materials to sink a pocket battleship; I waited patiently for the leftovers. My cohorts started setting up vast battle plans with three or four alternate plans. Our main attack plan was supposed to be a lightning-quick pincer movement of men and vehicles called "Goblin." I tried to point out that goblins didn't have pincers, and maybe we should call it Operation "Crabby," or perhaps "Silverfish," but they ignored me and finished writing out

volumes of orders. We put Dave in charge because Tim and Brian didn't like being blamed for things (like losing); Dave was from Chicago and used to getting blamed for things.

Anyway, they gave me the armored car with the 20mm cannon and told me to guard the rear (they probably figured I couldn't do much harm back there). Tim started tooling up the dirt road with his two halftracks while Dave started up the other side of the board into a grove of trees. Brian drove up the middle a little behind Dave and Tim, and I sat back in the woods setting up what they called a wide field but what I called a good place to hide.

Then we saw the orcs. They came out in hordes from a group of rocks in the middle of the board. Monty had tricked us into thinking we were going to fight a WW II battle. Although the Tractics boys weren't pleased, I had a big grin on my face. I started roaring up the side of the board towards the orcs, anxious to tangle with the beasties, but that brought loud shouts from my teammates. They pointed out, in typical German fashion, that I had to obey orders and was to get back to where I belonged. I think that's where my mind switched from German to the common tongue.

Storming the castle?



The orcs were cut to ribbons by a cross fire from the halftracks, and those that survived ran back into the rocks, closely followed by Brian and his kubelwagens. Brian's search revealed a secret tunnel. He decided to enter it and blast anything in his path, but Tim (acting like a typical SS storm trooper) suggested that it be booby trapped to explode when it was opened. Dave and Brian thought that was a good idea, and even I had to agree (it sounded like a delayed blast *Fireball*).

It was not to be, however, because just then a 14th-level EHP jumped up and threw an *Insect Plague* at us (he was used to sneaking up on things in a typical Petal Throne* fashion). The bugs were terrible and Monty rolled two of the Germans troopers dead from bug bites. I suggested we toss a *Cloud Kill* on the bugs in the form of smoke, and that took care of the problem. No one thanked me for it.

Tim and Brian started talking about "bore-sighting" the likely hiding places and the castle on the hill, and our leader Dave said something about hedge-hopping towards the primary objective. I then realized that thinking in the common tongue made it impossible for me to understand them, so I decided to sit back in the woods to wait for more D&D® game goodies to come crawling my way out of the hills.

Looking back, I think it was the mortar fire Dave directed at the castle that caused the four storm giants to run out tossing boulders. Tim and Dave just laughed, saying that rocks couldn't hurt their armored halftracks; I backed my armored car behind some big trees anyway.

The first set of boulders crushed the front of one of Tim's units and pushed over the mortar-carrying unit of Dave's. To make matters worse, bullets (of all different calibers) didn't seem to do much to the giants. The bazooka took out one, and Brian got two others with his panzerfaust, but the remaining giant ruined one of his kubelwagens and its crew. Two hand grenades took care of the last giant, and we (or should I say the Tractics boys) started moving towards the castle at maximum speed to make ourselves tougher rock targets.

Thus far we had seen orcs from Tom, Giants from Robert, and I figured that now that we were making tracks for the castle Ernie would be raising his tricky head as a magic-user. Sure enough, he jumped from another pile of rocks as a warlock, after the German units had passed, of course. His *Fireball* took out the halftrack that Tim had repaired, and



Brian, standing at the wheel of his last kubelwagen before the strafing claw run.

three of the troopers escaped with their lives and a flame thrower. I opened up on Ernie's hiding place behind the rocks with my 20mm cannon (I now called it a *Lightning Bolt* thrower), and caused Ernie to run towards our little surprise in the secret tunnel among the other pile of rocks. We were all rewarded by a very satisfying explosion (related to us by Monty), and Ernie was supposed bits and pieces over a bunch of rocks.

Mike stepped in to tell us he was taking out his flight wing — actually a pack of manticores, but Mike speaks of everything in WW I terms. He made his monsters go over Brian's kubelwagen in a strafing claw run, ruining the thing. We (the Tractics boys and me) got him into a triple crossfire, though, and ruined it. Out of his ten uckies he was able to take one back into the castle walls. Mike was pleased with his kill ratio (numbers of any type impress him) when Brian told him that kamikaze flyers weren't invented until WW II. That got a laugh out of the rest of us, but he didn't even grin.

In the mean time, Dave's heroes and Robert's superheroes were pelting us with arrows. Little did we know that Dave was simultaneously raising Ernie for more magical help. We lost some men to the arrows, and they lost their heroes and superheroes to our return fire. We started mortaring the castle and a panzerfaust took out the front gate. With the gate gone, five trolls rushed out at our Germans. Bullets and grenades didn't do much good because the trolls regenerated too fast. It was looking real bad for us when Brian thought of using the flame thrower to burn trolls (he must have

switched from German to the common tongue, too). Unfortunately, it was about this time that Tom's stupid vampire rushed my armored car. My cannon a la *Lightning Bolt* thrower did nothing to the thing, and it started charming away my men. I believe it was Dave who suggested using phosphorous grenades on the vampire. I didn't even know I had any, but according to Monty, they sure did the job on the creature.

Soon it was all over — except for the shouting. Ernie started plastering us with spells from a castle tower; as the EHP, Dave was sending out *Aerial Servants* right and left; Robert and Tom sent mummies and ghouls; and Mike had a flight reserve of one roc that really broke the Sopwith Camel's back as far as we were concerned.

We killed a few other things, but big deal; we were chomped in the end by a magical barrage that would have turned the tide for the Germans on D-day. Although it was a total loss for our side, I considered it a personal victory for me. Not only had my D&D® game tactics helped us out, but some of the Tractics boys' D&D game thinking had aided our cause as well, proving, at least to myself, and the few other sensible people reading this, that things of a D&D game nature are the best. . . .

If you've enjoyed this deviation from the normal POLYHEDRON™ Newszine article, look for the new adventures of Monty Haul in future issues. 

* Empire of the Petal Throne is a trademark of Zocchi Games.

DISPEL CONFUSION

If you have Dispel Confusion questions you'd like answered, address them to P.O. Box 756, Lake Geneva, WI 53147, Attn: Penny Petticord.



Fantasy Adventure Game

DQ: A third level magic-user is entitled to use two first level spells and one second level spell. Can the character opt to use three first level spells?

DA: No. Spellcasting characters are entitled to precisely the number and level of spells specified in the appropriate table for their class and spell. Spell levels are not interchangeable.

DQ: Could a cleric use a dagger to cut rope or something and not break religious beliefs?

DA: Of course. The restriction only applies to use of edged weapons in combat. No penalty should be applied for using a knife to perform everyday non-violent functions.

DQ: Would a thief's backstabbing bonus also apply to missile fire?

DA: No. Backstabbing is a special ability of thieves that can only be done with a melee weapon. If a thief fires a missile at a target's back, the special bonuses for a backstab attempt do not apply. The attack is treated the same as a rear attack from any other class would be. Thieves do not get double damage with missiles.

DQ: Can other characters strike "unnoticed from behind"? If so, what bonuses would they gain?

DA: Any character may occasionally have the opportunity to strike from behind, but unless the attacker is a thief whose approach has not been seen or heard, the special bonuses for hit rolls and damage do not apply.

Assuming that the attacker is not a

thief, a rear attack may still be more advantageous than a front, depending on the victim. For normal rear attacks, the DM may adjust the victim's Armor Class to fit the circumstances. For example, if the victim's usual AC includes a shield, the DM may choose not to count that shield toward the victim's AC for the purposes of this particular attack, since the shield would not normally be used to protect the rear. Likewise if the victim is unaware of attackers from behind, the DM may choose to discount the dexterity bonuses on the grounds that the victim is not trying to dodge the blow. Rear attacks will inflict normal damage unless they are backstab attempts by thieves, in which case damage is doubled. In the AD&D™ game there is a standard +2 bonus for non-thieves stabbing from the rear, but no such extra bonus applies for the D&D® game.

DQ: Is the damage of a dragon's breath weapon equal to its hit points? If so, does the damage of the breath weapon decrease as the dragon's hit points decrease? Why?

DA: The damage delivered by any of the dragon breath weapons is equal to the dragon's current hit points (halved by a successful saving throw). The damage delivered decreases along with the dragon's hit point total. Therefore, a dragon will always breathe on its first attack unless circumstances prevent this, as use of the breath weapon in subsequent rounds might not be as effective. The reason for this is that as the dragon takes damage, it is no longer able to use its breath weapon as effectively due to pain, weakness, etc.

DQ: If a silver-tipped arrow is used for monsters requiring magical weapons, is there any adjustment in to hit or damage rolls?

DA: No. The usual silver-tipped arrow (or other silver-coated weapon) is not magical. Hit rolls and damage are modified only for character ability scores and any spells in effect (such as *Bless*). If the monster description states that a given creature can only be hit by magic weap-

ons, non-magical silvered weapons will be of no use. But if it specifies magical or silver weapons (such as for wights and lycanthropes), either will be effective. The silvered weapons are expensive, but they are generally easier for characters to obtain than magical ones. Therefore, it is wise for a low-level party that has not yet collected many magical weapons to carry a few silver-coated ones in case these special creatures are encountered.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: What AC do the "hands" produced by the *Bigby's Hand* spells have?

ADA: The Armor Class of the "hands" is the same as the current AC of the mage who cast the spell.

ADQ: Can the *Bigby's Hands* be hit by normal weapons?

ADA: No, magical weapons are required to hit them.

ADQ: Is the protection afforded by a *Cloak of Displacement* cumulative with armor?

ADA: Yes.

ADQ: In reference to Artifact Table V on page 223 of the *DMG*, what is Monster Summoning VIII (Prime Power letter M)?

ADA: The "VIII" is a misprint — there is no such spell. It should be Monster Summoning VII.

ADQ: Are the magical protection bonuses from a: *Cloak of Protection*, *Ring of Protection*, *Displacer Cloak*, and *Ioun stones* cumulative?

ADA: Yes, all are cumulative except the cloaks, because a creature may only wear one cloak at a time.

ADQ: What is the underwater range of a crossbow?

ADA: Maximum underwater range for a heavy crossbow is 30 feet, as in the Sahuagin monster description (*Monster Manual I*).

ADQ: If a character in chain mail wears *Boots of Elvenkind*, is the movement still silent?

ADA: No. The boots are not effective when worn with metal armor.

ADQ: If a monk whose listed AC is 2 is surprised, does the AC become 10?

ADA: No. This is a function of the monk's special training. The monk's standard AC always applies, even in surprise situations, unless the DM adjudicates otherwise.

ADQ: Which combat table do monks use, thieves' or clerics'?

ADA: Monks attack as clerics, not thieves.

ADQ: Do monks get constitution bonuses on both first level dice?

ADA: Yes. The constitution bonus is a function of hit dice, not level.

ADQ: What class is the monk treated as for certain psionic disciplines, such as *Body Weaponry*, *Cell Adjustment*, and *Domination*?

ADA: Treat the monk character as a thief of the same level for purposes of determining the effects.

ADQ: How much money does a multi-classed character start with?

ADA: A multi-classed character is entitled to the total starting cash for all professed classes combined.

ADQ: When viewing a nymph, are the saving throws vs. Death or Spells?

ADA: Against the death result, the victim must make a saving throw vs. Death.

Against the blindness effect, the victim must save vs. Spells.

ADQ: What kind of attack do piercers have after they land? What is the damage for the succeeding rounds after a successful first attack?

ADA: None. Their sole attack mode is dropping on the intended victim. There is no further damage after the first attack.

Proper staging and the creation of the right atmosphere is the key to running piercer encounters. Piercers should be used in quantity for encounters. The classic piercer attack is to have masses of the creatures dropping on the party as it runs through an area.

ADQ: What will a piercer do after the first attack?

ADA: Since it can inflict no further damage, a piercer will ignore the party and climb the nearest wall if its victim is still alive and circumstances permit.

ADQ: If a *Polymorph Self* spell is used to change to a creature capable of moving in the astral and ethereal planes (xorn, phase spider, Ki-rin, etc.), can the character then also use the appropriate "mode of locomotion" and go plane-traveling?

ADA: No. The *Polymorph Self* spell

How do rangers acquire magic-user spells [in the AD&D® game]?

allows locomotion only within the plane in which it is cast.

ADQ: The psionic *Levitation* power has a duration of one turn/level of mastery. What is the time period involved?

ADA: Psionic *Levitation* can be used once per day.

ADQ: Can elves and gnomes have psionics?

ADA: Yes, psionics are possible for both these races.

ADQ: Do high constitution rangers get a bonus for both first level dice?

ADA: Yes. Constitution bonuses to hit points are a function of hit dice, not level.

ADQ: How do rangers acquire magic-user spells?

ADA: Just as magic-users do — they must be taught by higher level magic-users.

ADQ: Do rangers and paladins need material components for their spells?

ADA: Yes. Unless otherwise stated, spells cast by rangers and paladins require the same components as the corresponding magic-user, clerical, or druidic spells.

ADQ: The *Ring of Wizardry* doubles the number of first level spells that can be memorized. What if the magic-user has two rings? Are the first level spells tripled?

ADA: Yes. Each ring doubles the original spell capacity.

ADQ: What is the duration for the paralyzation ability of the *Rod of Lordly Might*?

ADA: Paralyzation from the rod lasts 1-4 turns.

ADQ: What damage does the giant slug's acid do?

ADA: The acid inflicts 4-32 hit points of damage.

ADQ: Is there a saving throw vs. giant slug acid? If so, what kind?

ADA: Yes. The victim is entitled to a saving throw vs. Breath.

ADQ: Can dwarves, gnomes, half-elves, half-orcs, or halflings become spectres?

ADA: Half-elves and half-orcs can; the others can't. Only human or part-human characters can become spectres.

ADQ: Does the *Fire Shield* return magical and strength bonuses, or just the base damage roll?

ADA: The applicable damage bonuses are included.



Wild West Game

BHQ: Is there an encumbrance limitation when buying weapons?

BHA: A pistol weighs about 4½ pounds; a rifle about 8-10 pounds; 50 rounds of ammunition about 2 pounds. A modern soldier carries about 50 pounds of gear. Cowboys should carry less than that. If your character can afford a weapon, he/she can own it.

BHQ: What's the difference between a SAR and a DAR, or a rifle and a carbine?

BHA: A SAR is a single-action revolver. A character must cock the hammer to revolve the cylinder and prepare the gun to fire. A DAR is a double-action revolver which is self-cocking when the trigger is pulled.

A rifle has a longer barrel and greater range, and holds more rounds of ammunition than a carbine.



Aerial Combat Game

DPQ: Can an plane coming out of a cloudbank tail another in that same turn?

DPA: No. An aircraft emerging from a cloudbank may not begin tailing until the next turn.

DPQ: My character was in a Sopwith Snipe that was badly shot up, and I knew he wasn't going to make it to the ground. I decided that my character should have his plane ram the enemy's plane. The rest of the group protested and voted against letting me do this. Who was right?

DPA: Intentional ramming was a rare occurrence. This action would be consid-

ered an "atrocious" and looked down upon by all respectable airmen. It can logically be argued that any pilot would want to try to land his plane no matter how slim the chances were.

DPQ: I have a hard time believing some of the luck rolls other players claim they make. Sometimes I could swear that my character has hit a plane several times, but the other players still claim that their characters' plane is fine. Is there anything I can do to prove them wrong?

DPA: Not playing with them is the best idea, but if that's not a viable alternative for you, simply keep track of their hits and location. If they see you doing this it won't be long before you can be sure they are being honest in their record keeping.



Science Fantasy Game

GWQ: Why are pure strain humans given so many benefits over other player characters?

GWA: After the game had been out for awhile, we noticed a trend; players were playing mostly humanoid mutants. Players were creating characters which took all of the advantages of a human body and added the powers of mutation. Further, we felt that the concept of pure strain humans surviving after the war years was a vital one. To encourage the playing of pure strain humans, they were given benefits which would add to the chances of their survival — and in the GAMMA WORLD game, characters can use all of the help they can get!

GWQ: Why can't characters increase in hit points like they do in every other role-playing game?

GWA: The GAMMA WORLD game concept deals with a savage environment which requires that all beings start out as tough as possible. This forces the player character to start out strong. The emphasis is on material and intellectual development, as opposed to physical development.

GWQ: How many spines can the Horl Choos throw in a given melee turn?

GWA: The plant can throw 1d8 at any single target and 1d4 at up to five targets in its thirty meter range. When the plant is faced with over five targets it will refuse to fire, not wanting to get destroyed in some type of stampede.

GWQ: Are the creatures and plants listed in the booklet edible?

GWA: If you can catch them and can kill

them first, I think that you deserve to eat them. Just watch out for the many poison glands that most of them have in unusual parts of their bodies.

GWQ: I have a player character who died and was placed in a functional life chamber. She was brought back alive, but my referee tells me she has total amnesia and can't even speak the language. Is this the way a life chamber is supposed to work?

GWA: A function of the chamber is to strip away all of the technological knowledge of the character. The referee may determine that all knowledge has been taken away, but this seems a little extreme. On the other hand, your character has been granted life again. If the character was worth anything to begin with, you got a lucky break.

GWQ: My mutated wolf character encountered and was killed by a general household robot. I don't believe these things are programmed to attack creatures. Am I wrong?

GWA: A general household robot could have a pest control program. It may have considered you a pest, and controlled you the best way it knew how.



1920s Adventure Game

GBQ: The price list does not give the price of a shotgun. How much is it?

GWA: A standard shotgun costs \$75. As always, the GM may adjust this value to fit special circumstances if desired.

GBQ: The diagram for shotgun fire at the bottom of page 11 in the rulebook says that all targets take 10 points damage for ranges of 26' - 75', but the rules and charts state that targets only receive 5 hit points. Which is correct?

GWA: The diagram is correct. Targets should receive 10 points of damage.

GBQ: My grandfather was a military policeman during the 1920s and it sounds like a fun thing to try, but my referee won't let me play a character like that because it isn't standard to the game. Am I out of line for asking to play this type of character?

GWA: There are problems with setting up a character like this one. This character isn't just a glorified cop. There is rank to consider, as well as the fact that such a character would mainly be concerned with military and not civilian situations in Lakefront City. Although you could probably talk your referee into letting you play one of these types, it probably wouldn't

be as much fun as you might think, because you would be constantly forced away from the action that everyone else is experiencing.

GBQ: My character fired a burst from a Thompson, and my referee said it hit a nearby friendly policeman. I say that my character could aim the burst towards the area I designated, but he says I couldn't.

GBA: The rules say "... If the dice roll indicates a hit, then all characters in the firing character's Field of Vision are hit." This means that the cop took one no matter how hard your character tried to direct it away.

STAR FRONTIERS™

Science-Fiction Game

SFQ: In the second paragraph of the section on "Administering Drugs" (page 16 of the Expanded Rules), it mentions 24 hours as the time limit after which a character whose stamina is at 0 or below cannot be revived. Shouldn't this be 20 hours as stated elsewhere in the section?

SFA: Yes. The time limit should be the standard 20 hours.

SFQ: On page 20 (Expanded Rules), it states: "For every tenth of a gravity (.1 G) less than 1.0 . . . the distance a character can leap and vault is increased 5 m." That seems rather large. Is this value correct?

SFA: No, the decimal point has been left out. The distance a character can leap and vault is increased .5 m for every .1 G less than 1.0.

SFQ: On page 34 of the Expanded Rules, it states that "MEDIUM movement is 16 to 75 meters/turn." Is this correct?

SFA: It should be 46 to 75 meters/turn.

SFQ: The Ranged Weapons Modifier Table on page 22 of the Expanded Rules and the text on page 32 disagree with what is printed on the centerfold and the Referee's Screen in reference to attackers and targets in vehicles.

SFA: All the correct information is in the book, but it isn't all in the same place. The correct modifiers are as follows:

Attacker in fast vehicle: -20

Attacker in slow vehicle: -10

Target in fast vehicle: -20

Target in slow vehicle: -10

SFQ: In the defense table on page 40 of the Expanded Rules, the power used up by the albedo screen is stated to be 1